AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the application.

1. (Currently Amended) A game management system for managing a game which is played on a game table and employs a plurality of <u>playing</u> cards and a plurality of chips, the game management system comprising:

~~card identification tags identifying each of the plurality of cards, a respective card identification tag being located within each of the plurality of cards;~~

~~chip identification tags identifying each of the plurality of chips, a respective chip identification tag being located within each of the plurality of chips;~~

~~a first identification information detector detecting card identification information recorded in the card identification tag of each of the plurality of cards, the first identification information detector being located within the game table;~~

~~a second identification information detector detecting chip identification information recorded in the chip identification tag of each of the plurality of chips, the second identification information detector being located within the game table;~~

a plurality of ID cards distributed to respective participants in the game and in which personal information identifying the respective participants in the game is recorded, each ID card including a deposit checking unit for confirming betting value available for the respective participant;

a <u>first</u> card reader located within the game table for reading the personal information from the ID cards;

a ~~keypad~~ <u>second card reader</u> located at <u>a position other than</u> within the game table for ~~inputting a bet on the game based upon the value available to a respective participant and confirmed by the deposit checking unit~~ <u>reading the personal information from the ID card</u>; and

a server managing ~~tracking of movements of the plurality of cards and of the plurality of chips during the game and results of the game~~ quantity of money played on the game table, in association with the personal information acquired by the <u>first card</u> reader, the card identification information detected by the first identification information detector, and ~~the chip identification information detected by the second identification information detector~~ <u>quantity of money paid for services other than at the game table, in association with the personal information acquired by the second card reader</u>.

2. (Currently Amended) The game management system according to claim ~~1~~ <u>24</u>, wherein

~~the~~ tracking of movement of the plurality of <u>playing</u> cards during the game includes obtaining information concerning the <u>playing</u> cards upon beginning of the game and movement histories of the <u>playing</u> cards during the game, and

the results of the game include information concerning the ~~cards~~ <u>playing cards</u> remaining upon ending of the game.

3. (Currently Amended) The game management system according to claim 2, wherein the information concerning the <u>playing</u> cards at the beginning of the game includes kinds of the <u>playing</u> cards and number of the <u>playing</u> cards at the beginning of the game.

4. (Currently Amended) The game management system according to claim 2, wherein the information concerning the <u>playing</u> cards remaining at the ending of the game includes kinds of the <u>playing</u> cards and number of the <u>playing</u> cards remaining at the ending of the game.

5. (Currently Amended) The game management system according to claim ~~1~~ <u>25</u>, wherein

the tracking of movements of the chips during the game includes obtaining information concerning the chips bet upon beginning of the game and movement history of each of the chips during the game, and

the results of the game include information concerning the chips remaining upon ending of the game.

6. (Previously Presented) The game management system according to claim 5, wherein the information concerning the chips bet at the beginning of the game includes kinds of the chips and number of the chips bet at the beginning of the game.

7. (Previously Presented) The game management system according to claim 5, wherein the information concerning the chips remaining at the ending of the game includes kinds of the chips and number of the chips remaining at the ending of the game.

8. (Previously Presented) The game management system according to claim 1, wherein the results of the game include total remaining betting value at ending of the game.

9. (Currently Amended) The game management system according to claim 1, wherein the server detects fraud during the game, which is committed by a participant identified using the personal information, based on the tracking of the movement of the plurality of playing cards and of the plurality of chips and the results associated with the personal information of respective participants.

Claims 10-23 (Cancelled).

24. (New) The game management system according to claim 1 comprising:

card identification tags identifying each of the plurality of playing cards, a respective card identification tag being located within each of the plurality of playing cards; and

an identification information detector detecting card identification information recorded in the card identification tag of each of the plurality of playing cards, the identification information detector being located within the game table, wherein the server tracks movement of the plurality of playing cards and results of the game played on the game table, in association with the personal information acquired by the first card reader and the card identification information detected by the information detector.

25. (New) The game management system according to claim 1 comprising:

chip identification tags identifying each of the plurality of chips, a respective chip identification tag being located within each of the plurality of chips; and

an identification information detector detecting chip identification information recorded in the chip identification tag of each of the plurality of chips, the identification information detector being located within the game table, wherein the server tracks movement of the plurality of chips and results of the game played on the game table, in association with the personal information acquired by the first card reader and the chip identification information detected by the information detector.

26. (New) The game management system according to claim 1 comprising a keypad located at the game table for inputting a bet on the game based upon the value available to a respective participant and confirmed by the deposit checking unit.

27. (New) The game management system according to claim 1, wherein the quantity of money played on the game table includes an investment paid by a player in playing a game and a return paid to the player from playing the game.

28. (New) The game management system according to claim 1, wherein the quantity of money played on the game table includes number of bets placed at the game table and number of returns paid to players at the game table.

29. (New) The game management system according to claim 1 comprising a terminal displaying information read from the ID cards by the first card reader.

30. (New) The game management system according to claim 1 comprising a card issuing device for issuing the ID cards.

31. (New) The game management system according to claim 30, wherein the ID card issuing device is located at a front desk of a hotel.

32. (New) The game management system according to claim 25 comprising a chip issuing device for issuing the chips.

33. (New) The game management system according to claim 1, wherein the game table is located in a casino